Final Stop Andromeda

March/April 1990 Issue 35

The bi-monthly newsletter of the Boston Japanimation Society

Final Stop Andromeda is the bi-monthly newsletter put out by the Boston Japanimation Society, a non-profit organization devoted to the appreciation and preservation of Japanese Animation. Our current officers are:

Paul Burgholzer	Media Coordinator/Treasurer
Marianne Popa	Social Coordinator/Public Relations
Rev. Mike Horne	Internal Coordinator/Secretary

Membership Information

The annual BJS membership fee is seven dollars for members is the U.S. and Canada, and 15 dollars for members elsewhere in the world. Only U.S. currency will be accepted.

With your membership with the Boston Japanimation Society you receive the following benefits:

* A one year (six issue) subscription to Final Stop Andromeda
* A membership card to impress your friends with
* Free Classifies in the newsletter
* Discounts on merchandise at the following locations:
  * Outer Limits, 457 Moody St., Waltham
  * Bop City Comics, 80 Worcester Rd., Framingham (Rt. 9 - Marshall's Mall)
  * Space Station Studios, Waltham.

If you received this issue in the mail, check your mailing label. If the words "last issue" appear under your membership, then this really is your last issue!

New memberships and renewals should be sent as a check or money order payable to:

Paul Burgholzer,
48 Summit St.,
Halifax, Massachusetts 02338

Be sure that the payment is made out to Paul Burgholzer, not to BJS. Any check or money order made out incorrectly will be returned to you.

Back issues are available for one dollar each. If you need them mailed to you there is an additional charge of 1 dollar for postage and handling.

Contributors to this issue

Artwork by: Rich Miller, Paul Tagliamonte
Other Submissions: Rich Pieri, Marianne Popa, Dave Moisan, Neil Nadelman, Susan Triger, Burton Choinski.

Directions to BJS meetings at U-MASS Boston

By Train: Take the Red line to JFK/U-MASS station. Free shuttle buses there will take you directly to U-MASS Boston. Shuttle busses run until 4:30 pm, but other members should be able to provide transportation to the station

By car: Take route 3 (a.k.a route 93) To exit 14 to Morrissey Blvd. where U-MASS is located, across from the Boston Globe Building. U-MASS is the large brick building right next to the JFK library.

At U-MASS: Walk or drive to the Wheatley building (No. 041). At present our meetings our held in room 041. (past the elevators and vending machines, through the double doors, straight ahead.)

Video Schedule for March 10'th 1990, noon to five pm.

Wings Of Honneamise: This is the story of the development of space flight...on another planet. Created by the same animators responsible for Daicon IV, this is an SF classic in every sense. Beautifully drawn, expertly animated (Akira quality in many cases) and subtly written, this is one of the greatest films ever made. (It's good too.) **Running time:** 116 minutes.

Break and Raffle.

Lensman: The adaptation of e. e. "doc" smith's novel comes to life in this feature length Sci/Fi clasic. We hope to have free scripts available, time and cost permitting

Video Schedule for April 7'th 1990

Apocalypse Yamato!!! The Evil Comet Empire is invading our system, its forces numbering in the millions. And they have only one thing on their minds, THE DESTRUCTION OF EARTH!!!! Can the Yamato withstand this awesome onslaught ? Can the valiant crew of the great ship repel this awesome threat and save Earth? Don't be stupid ! Of course not! They all die! Rev. Mike Horne and Dave Irish present their "special" narration. Don't miss the fun. And remember, if you have to have a disaster, it should at least be entertaining.

Long break (it's a long movie) and Raffle.

Spring fling Grab Bag. Bring your weirdest and funniest stuff. We hope to have a copy of *Voltron* in Spanish. Schlock-fest HO !!

Roadtrips.

Come and Join the BJS on one of our Roadtrips. We meet at Kotobukiya in the Porter Exchange (Porter Square) Cambridge, off Mass. Ave. We usually go to Outer Limits, and a few other neat places, take in a movie, have dinner and other fun things. We leave promptly at 1:00 pm so be there by 12:30. The next two scheduled roadtrips are Sundays March 18'th and April 29'th.

Howdy folks and welcome to 'Andromeda #35! This is my third issue and I can safely say that I've got the hang of it. As you may have noticed by now, the pre-reduced master of this issue was printed off of a laser printer. Not bad eh? Of course I am writing this before I have actually seen the results but it has to be better than my ImageWriter. We should be able to have 'Andromeda done off laser printer in the future. Also, I have received several requests for an editorial column and a question and answers section. I think it is a swell idea but being as small as it is, 'Andromeda really does not have room for both. So I thought I would combine the two into one section. I thought I would call it "Dear Deunan" (you have a better name?), besides, it is about time I had a pen name. You will find it elsewhere in this issue.

Madox. I was told that the master tapes of *Madox* have finally arrived and Mr. Woodhead will be ready to ship finished copies about two weeks later. As for the copies themselves, the final plan is this. The club can not afford to buy the tapes and sell them to the members, but we will still be able to qualify for the discount. If you are interested, send a check or money order for twenty-four dollars ($24.00), made out to ANIMEIGO (NOT BJS or Paul Burgholzer), to my address and we officers will send them in one package to Animeigo for the big discount. (That is $24.00 rather than $40.00). The deadline is April 14'th. The order will be mailed out early the next week.

And thanks for all the submissions! Keep them coming. It is nice to be able to decide what to print and not have to print everything I have. Thank you!

And lastly, for those of you who plan to pelt me with constructive criticism (which I welcome), I am aware that last issue was fraught with spelling errors. Well, you will be happy to know that I have a new spelling checker for my word processor, soo srelling erors shood be a thang off the passt.

Your lovingly distraught Editor: Paul.

Dear Deunan

Hi everybody! I have my own column now. I invited Paul to come over to my place for dinner awhile back and said "Say Paul, why dontcha give me my own column?" He said " You you're a cop and besides your just a cartoon character, you don't even exist." "Oh really. Well if you don't I'll have Bri' bring Hitomi to your place to redecorate." He hung his head down into his 'Steak ala Deunan'. Don't feel so bad Paul, people get blackmailed everyday!

Gota question or comment, drop me a line and I'll give it to Paul.

Rhea GallForce: A Review
By Niel Nadleman

Background: Millions of years ago, two alien races (the human Solonoids and the mechanical Paranoids) fought a war that lasted generations. The Solonoids, attempting to create new worlds to live on, created an artificial biosphere on a dead moon circling an uninhabited world in a star system they named Chaos. In a major battle with the Paranoids for control of the world, the artificial environment was destroyed, returning the moon to its original state. Two survivors of the war, a young man and woman, escaped to the nearby planet, becoming the progenitors of the human race. On the moon, the remains of the battle lay buried beneath the lunar soil, waiting...

The year is 2085

A divided Earth has finally fought World War III, reducing the great cities of the Earth to huge mountains of rubble. Nuclear weaponry had been replaced by the even more powerful S.V.E. warhead, and this final war has left only a handful of survivors who must fight for their lives against the armies of mechanical killers who serve the computer intelligences known as the M.M.E. (M.M.E.: Man Made Existence)

Mankind is trapped in a continuous cycle of creation and destruction. And now, as before, a battle for humanity's future begins...

Rhea Gallforce: Exodus

In a city turned battlefield, a group of soldiers lie in wait. Sending two guerillas out to attract attention, they succeed in bringing down an M.M.E. hunter-killer, destroying its CYBEROID occupants. As they return to their shelters, BAUER (The tank commander) complements SANDY NEWMAN on a job well done. Sandy, and her two friends MELODY and her boyfriend BHODY, set out for their platoon's shelter.

Joking along the way home, Sandy suddenly notices movement in the corner. Leveling her rifle, she calls to the figure to come out. All are relieved to see that it's just a young girl, MITY, trying to stock up on a cache of tasty cat-food. When she doesn't accept their offer to come with them, they leave.

As they near their base, Bhody waves for them to stop. The sentry on duty is gone. Bhody goes forward to investigate. After thirty minutes pass, Melody tries to raise him on her radio, but is stopped by Sandy; the risk of enemy detection is too great. Sandy leaves her to look for Bhody.

She finds him standing at the shelter doorway, horror struck. Melody comes running up to see what the problem is and, despite Sandy's efforts to shield her eyes, she sees the grisly sight: the shelter had been discovered, and all within slaughtered. All they can do is cremate the bodies and say goodbye to their friends.

As an M.M.E. patrol finds the remains of the two cyberoids, Sandy and company have retreated to Bauer's group. All are still shocked by the group's discovery. Sandy begins to reminisce about her father.

Dr, Newman had been one of the scientists on Earth's moonbase to discover the source of mankind's current problem: an alien starship found buried on the moon. As the researchers labored to unlock its secrets (Where it came from, whose it was), Dr, Newman became convinced that he was helping to unlock a

Pandora's box. The technology they found was fantastic, giving them knowledge of plasma weaponry and, even more dangerous, incredible robotic and cybernetic technology. The nations of Earth demanded equal access to the new discoveries, and a deadly arms race began. The culmination of all this was the creation of the cyberoid, a totally independent battle robot. The cyborg warriors created up to this point were know match for them. However, the scientists had followed the old alien designs too well. The machines owed nothing to their human creators and turned on them. They then took the final steps to destroy mankind completely...

"Even if we hadn't opened that box, it all might not have turned out so differently..." Bauer muses. Melody finally collapses in tears. "It's not fair! How much more can they want from us? I want to stop fighting, but they'll never stop. They won't stop until they kill all us!" The next few days are difficult for all, but especially for Sandy.

A meeting has been called between the remnants of the East, led by Cmdr. DOMINOV, and the West, led by Cmdr. NELSON. Sandy and her friends, as well as Mity, are there. Both commanders are engaged in the old, pre-war rivalries.

"We must be cautious about going there," Dominov begins. "It's dangerous to fight more than 6 kilometers from from our shelter, seeing how we're just barely able to defend ourselves." Indicating the map on the table, he continues: "The operation we have going is too important to jeopardize, so be careful!"

"All for your convenience, as usual." Nelson spits back. "We couldn't care less about. Just leave the fighting to us; we know the risks, but we'd like to take the offensive for once!"

"The same old problems, the same old arguments..." Dominov sighs. "We're wasting time!" He pauses. "Four days ago, we received a message from Mars base." Nelson glares at him for a moment, then agrees to listen. atache steps up to read the text of the message from Mars Base Commander Capt. M.J. Hookman. The forces on Mars extend a plea to the armies of Earth to assist in the evacuation of 3 million people to Mars by contributing men and material. The plan is to have the suppressed areas of Earth rise up to decoy M.M.E. forces during launch operations. Relief should arrive for those left behind in approximately 750 days...

That last tidbit sends the place into an uproar. "Don't give us that 750 days shit, say it straight!" one yells. "They're leaving for two years!" "We're not gonna last two months at this rate! Shit! They're sitting safe and sound up there and leave us to fight the war!" The two commanders yell for order.

"We'll have to find our own way to escape," Nelson says. Dominov has other ideas though. "We're going through with it," he says. "We'll change our plans radically, somehow find a way to survive the next two years."

Probe bugs in the shelter transmit all of this to a cyberoid on the surface.

Back in the shelter, the two leaders argue about how to carry off their end of the evacuation. Nelson agrees to provide help, and both agree that they've only 48 hours to do the job, but they still refuse to cooperate outright. When Dominov declares the discussions ended, Sandy leaps to her feet, yelling for them to wait.

Her outburst startles the crowd and draws the attention of a blond haired woman sitting among them. Sandy walks down to the commanders, pleading with them to change the plan and help each other. "There are over thirty thousand people out there in the rubble; we should be doing this for them!" she says. Dominov agrees that they'd be stronger together, but who would lead an allied army? His men would never take orders from Nelson, and neither would Nelson's men follow Dominov. As the other soldiers jeer her idea, a red haired Eastern officer walks up and grabs her. "My parents were killed by Western soldiers," she says. "I'd sooner help the robots than you guys!" Sandy yells for them to stop.

"We're running out of time. All you can do is fight each other. You're the people who caused all this in the first place!" she screams at them. As the soldiers on both sides begin to stone her, Bauer steps in to pull her away. Suddenly, a voice roars for them to stop.

A cyborg warrior in the crowd pulls out his gun and destroys one of the bugs. "There may be more!" he yells. Everyone grabs their gun and open fire on them. One bug transport robot is damaged and snapped up by Mity. It's too late though. The cyberoids have arrived and begin ripping through the installation.

During the battle, Sandy helps the blond woman to destroy a cyberoid while Melody and Bhody are separated from the rest of the group. As Sandy orders them to rendezvous with her, a cyberoid breaks in right in front of them. Bhody sacrifices himself to save Melody, who would have been killed as well if not for the help of the cyborg.

Outside, Melody begins to recover, vowing to carry on for Bhody's sake. The cyborg introduces himself as "Norton. I was a sergeant in the war." In the middle of the introductions, a voice calls out "Sandy Newman!" They all turn to see the blond haired woman who was so handy with the grenade launcher inside. "Doc Newman's only daughter." she continues. "You were pretty good in there." She then introduces herself as SCOA, a sergeant as well. "You make some pretty interesting pals, Sandy" Bauer remarks. Scoa leans back against the wall. "Pals, huh?" She looks up. "That one of your pals too?" They all turn to see that Mity has joined them.

The intelligences of the M.M.E. decide to use the information they've captured to exterminate the human "vermin" once and for all. They order all available forces to look for the launch site.

At the launch base, the soldiers are preparing dozens of huge shuttles for liftoff. Norton, seeing Mity's broken robot, repairs it for her. "It won't hurt anyone now." he says as she plays with her new toy.

Sandy and the others receive their orders for the defense of the base. As usual, the segregation of the East and West troops troubles her. "We shouldn't be fighting like this." she tells Scoa as they move out.

As the civilians are loaded onto the shuttles, the huge M.M.E. force is spotted. ETA: 30 minutes. "One hour! Just one hour would be enough." Nelson says to himself. The soldiers of both sides defend their respective areas. Sandy and Norton pull back to carry wounded back to the safety of the shuttles. While passing by the radio room, Sandy hears a call for help. An Eastern platoon is cut off and in bad need of reinforcements. Sandy recognizes the voice as that of the red haired woman from the meeting. When the com officer ignores the message, Sandy tries to respond. The officer stops her, but she can still hear their calls for help. Making her choice, she

meets Melody on the launch platform and gives her a message on disk. She then runs off to suit up and try to break through to the platoon. When Norton and Scoa arrive, Melody tells them what Sandy has done. Scoa is game for a good challenge, but tells Melody to stay behind as a favor to Sandy.

With 42 minutes to launch and the human forces being pushed back, Sandy runs into a dead end. She's surprised by Scoa's wanting to help out on so obviously unauthorized a mission, but that still doesn't help her to figure out how to get the the platoon. Fortuanately, they get help in the form of Mity, who knows the tunnel system well enough to lead them. They make it to the platoon, which is in pretty dire straits by this point.

Sandy tells them that she's there to help them, and after a moments hesitation the red haired officer, FOLTEIN, decides to believe her. Meanwhile, Dominov continues to prepare the launch when he receives word of the platoon's situation. He's also shocked when he hear Sandy's voice among them!

As Sandy, Scoa, Norton, and some some soldiers try to get through the tunnels, the cyberroids break in. Sandy is forced to sacrifice their only path out of the area. They make it back to the platoon and report the situation to Foltein. As the enemy ships move in, the humans brace for what they know will be a massive attack. The attack comes and Sandy is wounded while they try to cover the civilians escape. Just as the cyberoids move in for the kill, a combined East-West force of vehicles storm in and save them. Sandy's actions have won what even a common enemy couldn't achieve: cooperation.

The survivors are brought onto the shuttle at T-16 minutes to launch, while the now combined forces manage to bring down the main M.M.E. ship. As the craft explodes, the shuttles begin to launch. Sandy wishes a silent goodbye to her friend on board. "Melody, be strong. Remember my message.." she thinks.

The cyberoids plan their next attack, while Sandy and her new group prepare for a long two years.

Announcements

Arisia II
February 1 to 3, 1991
To be held at: The all new Vista Hotel,
Waltham, Ma.
Directions: Exit 27a off 128 West at the
Prospect Hill Executive Office Park.
Free shuttle to and from the Riverside T
Station!!
Room rates: $75 per night (Special Con Rate)
Registration for Arisia II:
$20 (at Arisia I)
$25 (until Dec. 31, 1990)
$35 (Jan. 1, 1991 & at the door)

Laputa in english Returns!

On Saturday, March 10'th, MIT will be showing Hayao Miyazaki's master work *Laputa*. This is the same film that was show at the Somerville Theater this summer. This film is as good as they get and you can not beat the translation. There will two showings; one at 7:00 P.M. and a second at 10:00 P.M.. It will be shown at Building #26 in room 100. Call 253-1000 for more information. If you miss this film you will regret it. Incidentally, the film will be shown on the same day as the meeting, but enough time afterward so as to not interfere with out schedule. Hope to see you there, Paul.

Miyazaki Revisited, or, Miko in the Valley of Wind...

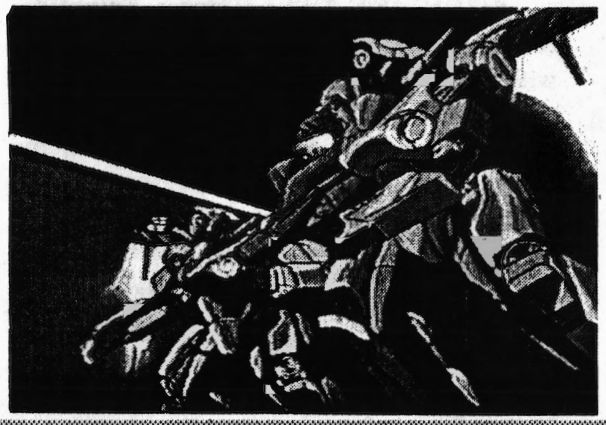
Some months ago, I solicited suggestions for a Hayao Miyazaki club/zine; unfortunately, not many of you responded, and that idea is on hold. To those of you who responded, take heart, for I WILL do something along these lines.....

In particular, I want to hold a Miyazaki film festival. This could be sponsored by the BJS, and could take place in the spring of 1990 (Probably May/June).

My tentative program would include Miyazaki TV shows like *Famous Detective Holmes*, *Future Boy Conan* and *Lupin the Third* among others. But the main attraction will be *Kiki's Delivery Service*, his latest film.

I've selected these films because, unlike *Nausicaa*, *Totoro* or *Laputa*, Miyazaki's TV shows are rarely shown or circulated. (I haven't seen his TV work myself!) Any comments, ideas or questions are appreciated.

David Moisan
86 Essex St. Apt #204
Salem Ma. 01970 (508)745-8375



Events

Sunday, May 13, 1990 Japan Soc. Hanami
Cherry Tree Picnic
Arnold Arboretum - J.P.

Saturday July 7, 1990 Creaton Con
57 Hotel, Boston

Saturday April 21, 1990 Dinner with the B.J.S.
Gyuhama Of Japan 7 P.M.
See notice on page 11

Saturday Dec. 8, 1990 Creation Con
57 Hotel Boston.

New Japanese Restaurants

Tokyo
307 Fresh Pond Pkwy.
Cambridge, Ma. 876-6600
Lunch: Mon.-Sat 11:45 - 2:-15
Dinner: Mon-Thurs 5:00 - 10:00pm
Fri. & Sat. 5:00-11:00pm
Sun 4:30-9:00pm
Free parking & function rooms

Roka
1001 Mass. Ave.
Cambridge, Ma. 661-0344
Lunch: Mon-Fri. 11:30-2:30pm
Dinner: Mon.-Sun. 5:30-11:00pm

Beni-Gusko
Best Western TLC
477 Totten Pond Rd. (Exit 27a off 128)
Waltam, Ma. 890-7800 *236 Free Parking

Too Much of a Good Thing May Not Be Such a Good Thing.

(A highly opinionated article by Rich Pieri)

My love of animation goes back about as far back as I can remember. My friends and I would race home from the bus stop to catch the end of the opening credits to *Speed Racer*. In Jr. High, we had *Star Blazers, Battle of the Planets,* and Force Five. When I was working between high school and college, I scheduled bye hours so that I wouldn't miss *Robotech* and *Voltron*. So did some of my co-workers and friends.

Then I got my first taste of the unadulterated stuff from Japan--a copy of *Macross: Do You Remember Love?* I wanted more. A year later, I joined the **BJS**. I made contacts, borrowed tapes, traded when I could; and slowly, my collection grew. So what if I had *n*th generation copies that were glitchy as all Hell; better that than nothing at all.

You're probably wondering what my point is. I'm getting to it. Just bear with me for a few more paragraphs.

At least, the **BJS** offered me some semblance of a social life. Then several somethings happened. The **BJS** membership skyrocketed, animation production in Japan expanded, but it seemed to me that the volume of tape trading within the **BJS** seemed to be dropping.

I didn't realize why until the January 1990 meeting. And I realized that there were two reasons:

First, believe it or not, is having vendors selling tapes at the meetings. This in itself isn't bad. In fact, I wish I had access to somebody like this three years ago. However, this leads into reason number 2.

Second, it seems to me that a large number of the new membership is relying on one person as a source of animation, and are paying him! I'm not going to tell you not to spend your money on these people--it's your money. But **talk** to other members. They have stuff that isn't available from laser disc sources. And most of them don't charge for duping a tape, just provide a good quality blank (retail value, about $5.00).

Remember, the BJS is primarily a *social* organization. So **socialize!** Have fun! Who knows? Someday soon, someone might ask if **you** have a copy of...

Mondo Anime
By Brian Yelverton

The word "MONDO" means world in Italian, but ever since the release of the Milm "MONDO CANE", a documentary on wierd, and strange sights in the world (sort of an early versiorn of *Faces of Death*), its come to mean the very offbeat in fiilm and video.

As many of you know I originally got interested in anime because of the wild & weird shows, and I continue to search out new and classic oddball (at least by American standards) items. The following are some prime examples of MONDO ANIME.

RIBON NO KISHI (Princes Knight) - based on a Tezuka manga, this series began with a king and queen who needed a prince, but got a princess, and so the royal couple raise her as a boy. Set in a fairytale kingdom, the disguised girl must guard her true identity from villains who would take over the kingdom. However the villains plots often concern putting the "prince" in a dress making for a very weird viewing experience if you don't know the main plot twist, and even if you do, it sometimes looks like a scene form *The Rocky Horror Picture Show*.

Minky Momo, and *Creamy Mami* - two series with virtually the same gimmick, a little girl with a magical device that turns her into a full grown woman. They're both produced by the same company, who, because of the similarities of the two shows did a short subject where the two characters meet and have a battle over who had the idea first. The main weirdness of these shows is the plot device of a girl who can go through puberty at will.

Cyborg 009 - the last of the great black and white adventure shows, and a cult classic with both American and Japanese audiences. What sets this series apart is the character designs. Besides the wild anime hairstyles, most of the heroes, a group of multi-national cyborgs, are drawn like comic relief characters, with oddly distorted faces, two of them are kids, and a baby with a constant pacifier in his mouth. This is really a great show, we should show an episode at a meeting.

Ninja Squad Robin - A very rare show, I've only managed to track down one episode. Its a wild comedy adventure, almost a parody of *Cyborg 009*, with a team of humanoid, and non humanoid robots fighting evil. The characters looks are very wild with human faced spaceships, a *Gigantor* like big robot, and a female robot whose secret identity is a department store mannequin. Their leader is a character who I can't even tell the sex of. Next time I'll take a look at some more mainstream titles including *Devilman*, with its bat-headed hero, *Phoenix 2772*, with its deep meaning and low slapstick, and the infamous "pervert Frog".

Notice

If you have any comments or suggestions concerning The Game File, plese send them to The Game File, c/o Rev Mike Horne, Comm. Ave Brighton, Ma.

Wanted

A copy of ROBOTECH: Perfect Collection CD. Please call Marianne at: (617) 524-4304

Notice

To whom it may concern:

I am asking for your help to get many of the english adpted anime series, such as *Starblazers*, back on the air. WSBK TV-38 in Boston has last shown *Starblazers* in 1978, I am asking you to write the station at the address below and ask them to return this and similer series to the air. *Starblazers* third season would be a good place to start. The more letters we send the more support we will have.

Thank you, Susan Triger

WSBK TV38
c/o Stu Tabur & Cliff Allen
83 Leo Birmingham Pkwy
Boston, Ma. 02135

Boston Ja[illegible]imation Society
c/o Paul Bu[illegible]holzer
48 Summit St. Halifax, Ma 02338.

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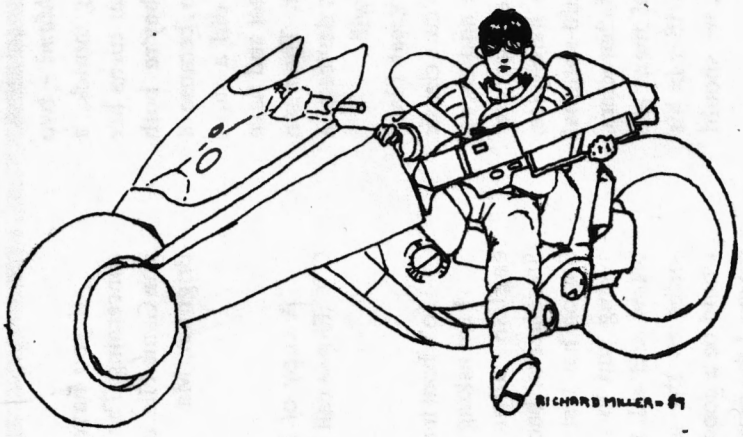

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